

MIDWAY

BOSCONIAN™



**Fast Action
For 1 or 2
Players...**



**Full Color
Video Game
With Voice
Commands!**



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1 or 2 Players...**
**Full Color Video Game
With Voice Commands!**

BOSCONIAN. The game that challenges the most proficient and avid player. The game that pits a star space fighter against enemy invaders on a constantly moving interstellar course.

In **BOSCONIAN**, the player is the pilot of a star destroyer fighter ship in deep outer space, defending his solar system against the on-coming **BOSCONIAN** conquerors and their space station worlds. The mission is to avoid and destroy as many enemy obstacles as possible for score.



"BLAST OFF!"
"ALARM! ALARM!"
"BATTLE STATIONS!"
"CONDITION RED!"
"SPY SHIP SIGHTED!"

MIDWAY BOSCONIAN Vocalized Command System

In addition to all the exciting game sights and sounds, players are alerted to the many action conditions to aid their play effectiveness.

BOSCONIAN

GOSMO-MINES
20 POINTS



ASTEROIDS
10 POINTS



SPY SHIP
MYSTERY VA



ENEMY CANNON
200 POINTS

I-TYPE Missiles
50 POINTS



P-TYPE Missiles
60 POINTS



FIRE



CONTROL STICK

The fighter is controlled by an eight way hand lever that points the ship in every direction—left, right, up, down and all angles.

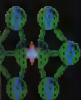


CONTROL

BOSCONIAN

VALUE

ENEMY BASE
1500 POINTS



E-TYPE Missiles
70 POINTS



FIRE BUTTON
Activates the
fighter's missile
fire in a steady
stream from the
front and rear
simultaneously.

FIRE

CORE
20000

18170

2UP

4770

CONDITION

YELLOW



ROUND 4

START GAME

CONDITION — Voice Commands

GREEN

"Blat Off!"—first stage,
where enemy targets are
far out in space

YELLOW

Control warns "Alarm!
Alarm!" when activity and
enemy bases are near

RED !!

The most difficult stage—
attacks come faster and
from all directions



Formation Attacks

"Battle Stations!"
alerts player to the
various Formation
Attacks

Long Range Scanner

An important aid that helps the player to spot the position of the enemy. It orients the player to his position in relation to the enemy bases and formation attacks.

- Flashing white square is fighter's position
- Enemy Base indicated by green square
- Red flash shows approach of Formation Attacks

By turning the control stick in any direction, the player can bring the enemy base into his line of fire or draw away as the action requires

Bonus Fighters

First bonus is at 20,000 points, and every 70,000 points thereafter. (Adjustable)

Continued Play

BOSCONIAN features a special play option. At the end of a game, the player can insert another coin and continue to play in the same round where he left off

High Score

A high score of the day is announced on the screen, accompanied by musical fanfare. The high scorer can program his initials on the screen for all to challenge

END OF THE GAME

PRESS START BUTTON
1 ON 2 PLAYERS
ZERO-IF
TIME COUNT ENTERS 0
TIME IS

SCORE TO CHALLENGE

THE HIGH SCORE
OF THE DAY

36210

GO FOR THE
SCORE RECORDED NOW

MIDWAY

BOSCONIAN™



Operator Assistance Right Up Front

BOSCONIAN features a Self-Test display that can be activated with the flick of a switch on the inside of the coin box door.

The display presents the operator's guide to trouble-shooting problems and adjusting the game setup to suit his needs.

1. RAM OK
ROM OK
UPRIGHT
2. 1 COIN 1 CREDIT
3. SHIPS
4. SOUNDS
5. 1ST BONUS FOR 30000 PTS
2ND BONUS FOR 70000 PTS
AND FOR EVERY 70000 PTS

1 If all is well, RAM and ROM appear "OK". If not, letter and number co-ordinates appear to show the board locations of the problem.

2 The number of coins or credits and the number of fighter ships for each coin or credit can be adjusted.

3 Rank represents the pace of the game which also can be adjusted. "A" is the standard level, "B" is the easiest level, and "C" is the most difficult level. "AUTO" adjusts the game to match the skill level of the player's ability.

4 The sound and switch checks are made by activating the controls to conduct the test.

5 Bonus levels can be adjusted from factory standard to higher points or lower points for fast bonus fighter and succeeding bonus fighters.

Complete details are contained in the Midway Bosconian Tech Manual.

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	Height	Width	Depth
Standard Arcade:	58" (147cm)	25" (64cm)	28" (71cm)
Mini-Myte™:	60" (152cm)	20" (50cm)	24" (60cm)
Cocktail Table:	29" (73cm)	32" (80cm)	22" (56cm)

Available in
3 Midway
Models:

BETSON ENTERPRISES

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